King Cribbage

Apple

User's Guide to
KING CRIBBAGE

Cribbage is a card game that has been popular for centuries. It is easy to learn yet offers many variations for the skilled player.

KING CRIBBAGE plays six-card cribbage and is designed for two players, you and your computer. The rules for cribbage and the instructions for operating KING CRIBBAGE are included in this booklet.

Whether you are a cribbage professional or have never played the game before, you can just load in KING CRIBBAGE, and soon you will be caught up in the fun. However, it is only fair to warn novices that the challenge and excitement of playing cribbage can be habit-forming!

OBJECT OF THE GAME

To score 121 points before your computer does.

SCORING

Cribbage is played with a standard 52-card deck. Points can be scored both while a hand is being played and afterwards when the cards are melded for scoring. Jacks, Queens, Kings, and Tens count as 10, and the other cards are worth their face value.
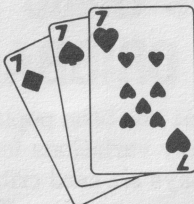
Here is the way cribbage is scored:

| THE COMBINATION...	CONSISTING OF...	GIVES...POINTS
Pair	Two cards of the same rank	2
Pair Royal	Three cards of the same rank	6
Double Pair Royal	Four cards of the same rank	12
Run	Series of three or more cards in rank order (Ace low)	1 for each card of run
Flush	Four or five cards of same suit (In the crib, only five— card flushes are allowed)	1 for each card of flush
Fifteen	Any combination of cards with face values adding up to 15	2
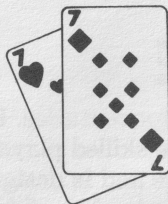
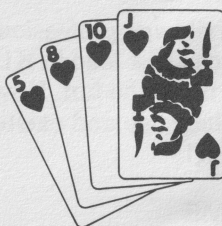**Pair, 2 points**   **Pair royal, 6 points**   **Double pair royal, 12 points**
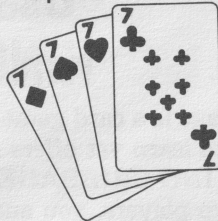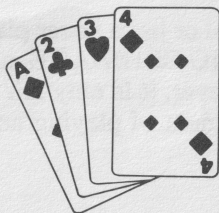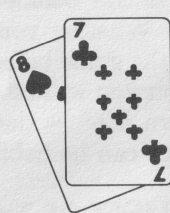
Sequence, 4 points   **Flush, 4 points**   **Fifteen, 2 points**

HARDWARE REQUIREMENTS

You will need an Apple II, Apple II Plus or Apple IIe with at least 48K of memory, one disk drive, and a monitor or TV.

LOADING INSTRUCTIONS

Connect your equipment together with appropriate cables and plug your Apple into a power source.

Make sure the Apple power switch is OFF.

Insert the KING CRIBBAGE disk in the disk drive, label side up.

Close the drive door and turn ON your computer.

> with Autostart:
>> KING CRIBBAGE's title screen will appear and the game will begin.

> without Autostart:

>> If your screen displays a basic prompt, type **PR#(n)** where (n) is the slot containing the disk drive card (usually this is slot number 6).

>> If your screen displays an asterisk, type **(n)CTRL P** where (n) is the slot containing the disk drive card.

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Playing KING CRIBBAGE

After the title page is displayed on the screen, you will be asked:

DO YOU WANT TO PLAY:
1. REGULAR CRIBBAGE (I SCORE ALL
   HANDS, AND I DON'T MISS ANY
   POINTS!)
2. MUGGINS, WHERE WE EACH COUNT
   OUR OWN HANDS AND CAN CLAIM ANY
   POINTS THE OTHER MISSES (I
   DON'T MISS ANY, SO DON'T WORRY!)
WHICH DO YOU WANT (1 OR 2)?

Enter 1 or 2, followed by **RETURN**.

The computer is an honest scorekeeper in either case. Entering 2 does not give you the opportunity to gain any points, although it may allow your computer to gain some by capitalizing on your mistakes. Experienced players may want to choose muggins to see if they can score perfectly.

After you enter 1 or 2, the cribbage board will appear.
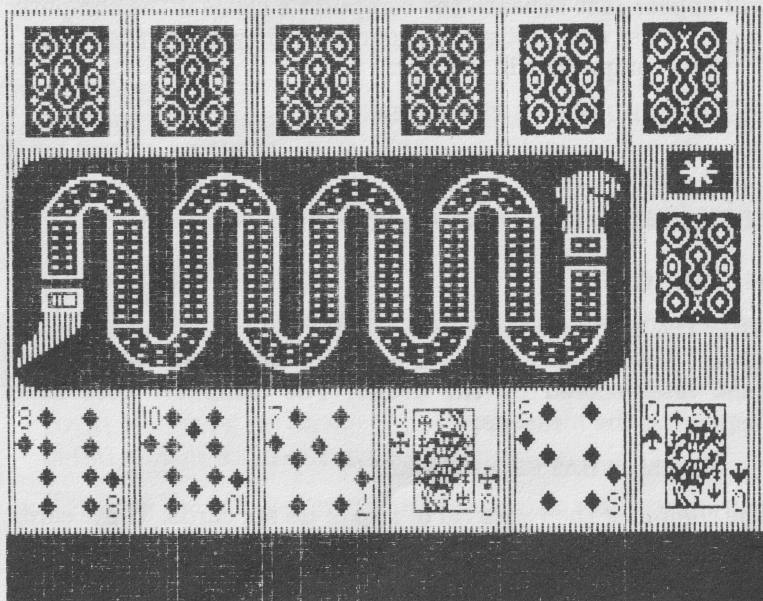
Traditionally, cribbage has been played with boards that enable players to keep track of their scores by advancing pegs in holes. KING CRIBBAGE uses a snake-shaped board that works the same way. The cribbage board begins at the left and ends 121 holes later at the right. Your peg will follow the track that begins on the right, and the computer's peg will begin on the left.

Once the cards are dealt, your cards will be displayed face up at the bottom of the screen. The computer's cards will appear face down at the top of the screen.

CUT FOR DEAL

The first message will appear at the bottom of the screen:

HIT A KEY TO CUT CARDS...LOW CARD DEALS.

Press any key, and the computer will display the card which you cut. Then it will show its own cut card after displaying:

MY CUT...

Low card (with Ace being low) wins the deal. An asterisk will appear just beneath the computer's cards if the computer is the dealer and just above your cards if you are the dealer.

The computer will prompt:

NOW SHUFFLING THE CARDS...

Then six cards will be dealt to each player, dealer last, face up on your side of the table and face down on the computer's side. The remaining cards in the deck will not be shown.

THE DISCARD

After the cards are dealt, each player must discard two cards apiece. These four cards will make up the "crib," a four-card hand later scored by the dealer. The computer goes first, displaying the message:

HMMM...WHAT SHOULD I KEEP?

The computer then gets rid of two of its six cards. These cards go into the "crib."

Now it is your turn to discard. A new player should see the "SCORING" section earlier in this booklet to help him or her decide what to keep. The screen will display:

DISCARD 2 CARDS TO THE CRIB. POSITION
THE CURSOR UNDER A CARD AND PRESS RETURN

Move the cursor to the right or left (using the arrow keys at the far right of your keyboard) and position it under the card you want to discard, then press **RETURN**. Repeat the process for the second card. Each of these cards goes into the crib also.

Now the crib is "full." It contains the two cards the computer discarded and the two cards you discarded. It is, in other words, a third hand containing four cards. For now, the crib's contents will not be shown. Later on, however, after both players' cards are melded, points in the crib will be scored by the dealer. So be careful what you give the crib!

After the discard, the non-dealer cuts the deck. If you are the dealer, the computer will prompt:

MY TURN TO CUT THE CARDS...

If the computer is the dealer, the screen will display:

PLEASE PRESS A KEY TO CUT THE CARDS.

Press any key.

In either case, the card that is cut—known as the "start"—is placed face up on the stack. It will remain there during play. If the start is a Jack, the dealer scores "two for his heels," and the dealer's peg will be advanced two "holes" on the cribbage board.

PLAYING

Now the play begins. The non-dealer goes first. If the computer is the non-dealer, it will play a card by placing it face upward at the right end of its card area. Then this message will be displayed:

TOTAL IS x. TYPE GO OR SELECT PLAY BY
USING ARROW KEYS AND PRESSING RETURN.

If you are the non-dealer, you will receive the message shown above (with a zero total) after which you must play the first card. You play by positioning the cursor, using the arrow keys, under

the card you would like to play, and then pressing **RETURN**. The card you have played then moves to the right of your card area.

The object of a play, of course, is to score. You score by playing a card that forms a scoring combination with the cards already played (by you or the computer). New players should see the "SCORING" section earlier in this booklet for a reminder of what combinations score.

Here is a sample play. The computer, as non-dealer, plays first, laying down a 6. You follow it with a 6 and receive two points for a pair. Then the computer plays a 3 and scores two points for a fifteen.

The scoring rule is that whenever a pair, pair royal, double pair royal, or run is formed during play, the person playing the card that formed the scoring combination receives the points for it.

Runs are scored even if they are not played in order. For instance, if you play an 8, the computer plays a 6, and you play a 7, then you will score three points for the 6-7-8 sequence when you play the 7. If the computer then adds a 5, it will score four points for the 5-6-7-8 run.

Note that a scoring sequence must be unbroken in order to score. For example, if the computer plays a 4, you play a 2, then the computer plays a King, you will not score a run if you then play a 3. When the King is played, the run is broken. The scoring sequence must be unbroken when attempting to score a pair, a pair royal, or a double pair royal as well.

During this stage of play, flushes receive no points, and fifteens are scored only when the total is brought to fifteen.

Play alternates between you and the computer until the total face value of the cards played reaches 31—for which the player playing the last card receives two points—or until neither you nor the computer can play a card without exceeding 31. The screen continuously displays the current total during play. Again, a Jack, Queen, or King contributes 10 to the total, and other cards contribute their face value.

If a player gets to the point where he is unable to play a card that will bring the total to 31 or less, that player must enter GO. (You must type G and press **RETURN**. The computer will display GO.) The opposing player automatically will get one point for playing the last card before GO is entered.

The opposing player then must try to play a card or combination of cards that brings the total to 31 or less. (Again, playing a card that brings the total to 31 is worth two points.) If that opposing player cannot bring the total to 31 or less, he must enter GO.

Play then continues, beginning with a new zero total, with the remaining cards in the hands. The game proceeds in this way until all the cards have been played.

The player who plays the very last card of a hand scores one point.

THE SHOW

When all the cards have been played, the non-dealer will score the cards in his hand first, and then the dealer will score the cards in his hand. (As the scores near 121, the non-dealer has an advantage since he may score and win before the other player has a chance to score at all!) Both players use the start card as part of their hand in figuring their scores.

A card can be used in any number of different scoring combinations. For example, a hand consisting of three 10's and a 5 would result in a score of six points for the 3 different combinations of 15, all of which use the same 5 card, plus six points for a pair royal (3 of a kind) for a total of 12 points. If your hand (or the computer's hand) holds a Jack that is the same suit as the start card, that player's score will be increased one point for "his nobs." A flush of five cards, including the start, scores five points. A flush of four cards, excluding the start card, scores four points, whereas a flush of four cards, including the start, scores nothing.

When the computer scores, it will display:

I HAD x POINTS.
PRESS 'S' TO SEE SCORING, SPACE TO CONT

Press S if you want to see a breakdown of the computer's score, or press the **space bar** if you do not.

When your score is being tallied, the procedure will depend on whether you selected regular cribbage or muggins at the start of the game (see the beginning of the "PLAYING KING CRIBBAGE" section). If you selected regular cribbage, the computer now will display:

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YOU HAD x POINTS.
    PRESS 'S' TO SEE SCORING, SPACE TO CONT

For muggins, the display will be:

    WHAT IS YOUR COUNT?

Enter the score for your hand, followed by **RETURN**. If you missed some points, the screen will show:

    I CLAIM MUGGINS!!!
    YOU MISSED x POINTS.
    PRESS 'S' TO SEE SCORING, SPACE TO CONT

The computer then will be awarded the points you failed to count.

THE CRIB

Once both non-dealer and dealer have shown their scores, it is time for the dealer to score the crib. If you are the dealer, this message will be displayed:

    YOU CONTROL THE CRIB

If the computer is the dealer, the message will be:

    I CONTROL THE CRIB

In either case, the four cards in the crib are then turned up. Again, the crib consists of the two cards discarded from each player's hand.

The crib is scored in the same way as during the show, except that only five-card flushes are allowed. Points (if any) scored from the crib then will be added to the dealer's score on the cribbage board.

Once the crib has been scored, the cards are cleared from the table and stacked. The asterisk denoting the dealer moves to the other player's side of the table. This message will appear:

    NOW SHUFFLING THE CARDS...

Then you and the computer are dealt a new hand. Reread from the section "THE DISCARD" earlier in this booklet for a reminder on how to proceed.

THE WINNER

The first player whose score reaches 121 wins. A message declaring the winner will be displayed, along with the final scores for both players. You also will be asked if you would like:

ANOTHER GAME (YES OR NO)?

Enter **Y** for YES or **N** for NO, followed by **RETURN**.
If you press **Y** for Yes, the new game will start with:

HIT A KEY TO CUT CARDS... LOW CARD DEALS.

Begin with the "CUT FOR DEAL" section earlier in this booklet to follow the instructions for the new game.

SPECIAL FEATURES

1. To eliminate the sound portion of KING CRIBBAGE, press **Q** when you see the message:

   PRESS 'S' TO SEE SCORING, SPACE TO CONT

   To restore sound that has been removed from the game, press **Q** when you see the prompt above.

2. If you do not want to be given the option

   PRESS 'S' TO SEE SCORING, SPACE TO CONT

   press the **ESC**ape key when that message is shown. To restore the option, press the **ESC**ape key when the following message is shown:

   DISCARD 2 CARDS TO THE CRIB. POSITION
   THE CURSOR UNDER A CARD AND PRESS RETURN

We wish you many enjoyable hours of good cribbage.

HAYDEN SOFTWARE

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